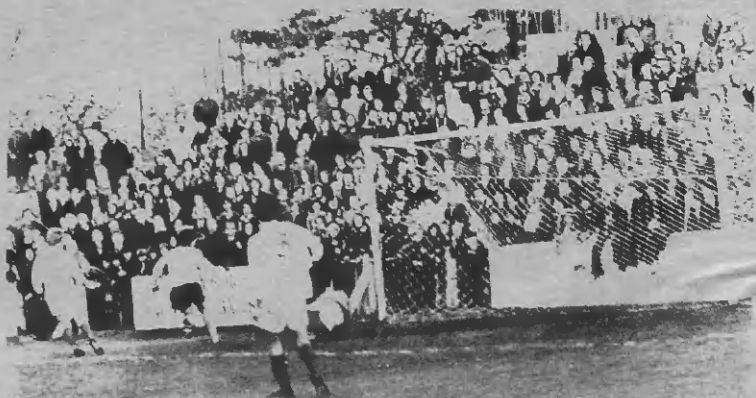


WANDERERS DRAW AGAIN

**F.A. Cup 1st Round
Replay**

**Bedford 2
Wycombe
Wanderers 2**

(after extra time)



An exciting moment during Saturday's goal-less draw at Loakes Park.

Wycombe, rapidly gaining the title of the greatest escapologist since Houdini, did it again at Bedford on Monday night, following their goal-less draw at home on Saturday.

Two goals down at half-time, they fought back to gain a second bite of the cherry and a second replay at Loakes Park.

The second replay will be fought-out at Loakes Park, High Wycombe on Monday night.

On Monday, Wycombe, outplayed in the first half, bounced back in the second and showed the sort of spirit that gained them the memorable draw with Middlesbrough last season.

But the first half belonged to Bedford. In front of 4,267 people, Bedford's biggest gate of the season, they fully earned their two goal lead after 30 minutes.

First Glenn

Burdett fooled Maskell and scored direct from a corner in the third minute. Then Bobby Folds cracked home a beautiful 35 yards free kick after Mead had taken a ride on the back of Bedford's Garry Sargent.

Two goals down at half-time, Wycombe seemed certain to be on the way out and a long way from the second round tie at Cardiff on December 13.

But centre back Delaney had other ideas and he put Wycombe back into the game just four minutes into the second half.

Substitute

The Bedford defence failed to clear Bullock's free-kick and the big defender thumped the ball home from outside the area. From then on Wycombe could do no wrong and the Bedford defence, so sure in the first half, was in all kinds of trouble.

Wycombe's

manager Brian Lee pulled off Geoff Anthony and substituted Dave Alexander in the 68th minute.

Inevitably it was Tony Horseman who finally levelled the score with just eleven minutes left. He swooped on a half-cleared ball and sent home a well-placed shot far out of reach of Bedford's Ray Peacock.

Extra time came and went without further score so now it's back to Loakes Park for the second replay.